

CAMERA SCRIPT

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Project No.
02340/7065

"DOCTOR WHO" (LIL) **MMM**

'The Sea Devils'

by

Malcolm Hulke

TX-72

EPISODE THREE

Producer.....BARRY LETTS
Director.....MICHAEL BRIANT
Script Editor.....TERRANCE DICKS
P.A.....COLIN DUDLEY
A.F.M.....JOHN BRADBURN
Assistant.....PAULINE SILCOCK

Designer.....TONY SNOADEN
Visual Effects.....PETER DAY
Costumes.....MAGGIE FLETCHER
Make-up.....SYLVIA JAMES

T.M.1.....MIKE JEFFERIES
T.M.2.....PETER VALENTINE
Sound Supervisor.....TONY MILLIER
Grams Operator.....BARRY BONNER
Crew No.....TEN

Vision Mixer.....JOHN GORMAN
Floor Assistant.....TONY COX
Film Editor.....MARTYN DAY

1130	-	1300	Camera Rehearsal (with T/K 35
1300	-	1400	LUNCH from 1130)
1400	-	1830	Camera Rehearsal
1830	-	1930	DINNER
1930	-	2000	Line up
2000	-	2200	<u>RECORD</u> VTC/6HT/69570

RECORDING: MONDAY, 29TH NOVEMBER 1971

T.C.8

TRANSMISSION: SATURDAY, 11TH MARCH 1972

BBC-1 COLOUR

"DOCTOR WHO"

SERIAL LLL

'The Sea Devils'

EPISODE THREE

CAST LIST

Master.....ROGER DELGADO
Doctor Who.....JON PERTWEE
Trenchard.....CLIVE MORTON
Jo Grant.....KATY MANNING
Castle Guard Barclay
 (FILM ONLY).TERRY WALSH
Captain Hart.....EDWIN RICHFIELD
Commander Ridgway.....DONALD SUMPTER
3rd Officer Jane Blythe.JUNE MURPHY
Castle Guard Drew.....STANLEY McGEAGH
Lt. Commander Mitchell..DAVID GRIFFIN
Ldg Seaman Lovell.....CHRISTOPHER WRAY

EXTRAS

Submarine Ratings.....ROY PEARCE
 RON TINGLEY
 DENNIS PLENTY
Castle Guard.....~~NICK LLEWELLYN~~
 PHILLIP WESTON

Technical Requirements

5 PEDS
4 BOOMS
2-link VIDECONS
2 8½ in. monitors
2 CHARS
CSO YELLOW
16 mm Telecine Machine

Doctor Who and Jo Grant go to visit the Master, now living in Nanolocnia, while in a luxurious prison on a small island, Trenchard, a loyal but not over bright ex-colonial type, is the governor of this one-man prison. In the area, Jo and the Doctor learn that a number of ships have mysteriously vanished.

The Doctor becomes intrigued and insists on visiting a nearby Naval Base where a strangely charred lifeboat, found after one of the wrecks has been taken for Naval investigation.

When Captain Hart, who is in charge of the top secret Naval Research Base, refuses to listen to the Doctor's theories, the Doctor insists on visiting a nearby oil rig which has been the scene of mysterious happenings. On the rig Jo and the Doctor are attacked by a Sea Devil, a strange man-like lizard of enormous size.

(The Doctor explains to Jo that the Sea Devil is a related species to the Silurians. A race of intelligent lizards he once encountered in the Derbyshire Caves. The creatures have been in hibernation until accidentally revived. The Doctor's theory is that the oil-rig has revived a colony of these creatures on the sea bed.

Meanwhile, it is becoming obvious that the Master has established some sort of ascendancy over Trenchard. While Jo and the Doctor are visiting Hart, in an attempt to convince him of the Sea Devils existence, Trenchard smuggles the Master into the Naval Base where he steals top secret electronic equipment.

With this device the Master constructs a calling device. This enables to summon a Sea Devil which almost destroys Jo and the Doctor.

Meanwhile Captain Hart has dispatched a submarine to investigate the sea bed near the oil rig. The submarine vanishes captured by the Sea Devil. The Doctor and Jo, having escaped from the Master's trap, persuade Captain Hart that something is badly wrong at the Master's prison and persuades him to investigate. But they arrive too late. Sea Devils have raided the Chateau killing Trenchard and apparently capturing the Master. With the help of a naval diving vessel the Doctor gains admittance to the Sea Devils base where he finds the Master in a position of power. The Master plans to help the Sea Devils

to conquer the Earth and enslave humanity. The Doctor attempts to persuade the Chief Sea Devil to come to some peaceful settlement with the human race, and appears to be on the verge of success when all his efforts are frustrated by the beginning of an all out Naval attack on the Sea Devils under-sea base. This has been ordered by Walker, a ruthless politician who has been given responsibility for dealing with the Sea Devils.

During the attack the Doctor escapes by recapturing the submarine and releasing its crew.

On their return to the base, Walker is eventually persuaded to allow the Doctor to make one final attempt for peace with the Sea Devils. But before the attempt can be made, Sea Devil's led by the Master, attack and capture the Naval Base.

By using the Doctor's friends as hostages, the Master forces the Doctor to assist him to build an electronic device which will enable the Master to revive Sea Devil's colonies all over the world.

With the help of Jo, Captain Hart and his men recapture the Base. The Master escapes and the Doctor goes in pursuit only to find himself recaptured by the Sea Devils.

In the Sea Devil's undersea base, the Master forces the Doctor to help him install the device which will revive the Sea Devils. Once this is done, the Master's usefulness is at an end and he and the Doctor are imprisoned together.

The Doctor then informs the Master that the device has been sabotaged, when put into use it will blow up the entire base. The Doctor and Master must escape together or die together.

They manage to escape to the surface where they are picked up by a rescue helicopter. Apparently exhausted, the Master collapses, and is taken to an ambulance upon their return to the Naval base. But when the Doctor goes to look at the recumbent form on the stretcher he finds a member of the helicopter's crew. Suddenly the helicopter takes off. (The Master has escaped to fight another day.)

"DOCTOR WHO"

SERIAL LLL

'The Sea Devils'

EPISODE THREE

RUNNING ORDER

Project No. 02340/7065

PAGE	SCENE/SET	CHARACTERS	DAY/ NIGHT	CAMS/ BOOMS	SHOTS
2	<u>1. INT. CHATEAU MASTER'S ROOM</u>	Doctor Master Trenchard Guard	Day	1A, C1, 5A, D1, 3A	1- 16
5	<u>2. INT. CHATEAU TRENCHARD'S OFFICE</u>	Doctor Guard Trenchard	Day	2A, A1, B1, 4A	17- 33
	PAUSE FOR TRENCHARD				
9	<u>3. INT. CHATEAU MASTER'S ROOM</u>	Master Trenchard	Day	1A, C1, 5A, D1 3A	34- 40
11	<u>4. INT. NAVAL BASE HART'S OFFICE</u>	Hart Ridgway Jane	Day	4B, B2, A2, 2B	41- 47
12	<u>5. INT. CHATEAU MASTER'S ROOM</u>	Master Trenchard Doctor Drew	Day	1A, C1, 5A, D1, 3A	48- 68
15	<u>6. INT. NAVAL BASE HART'S OFFICE</u>	Ridgway (OOV) Hart Telegraph- ist	Day	A2, 2C Sound Link from Sub.	69
	PAUSE FOR CAM. 2				
16	<u>7. INT. NAVAL BASE HART'S OFFICE</u>	Jane Hart	Day	4B, A2, 2B	70- 77

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PAGE	SCENE/SET	CHARACTERS	DAY/ NIGHT	CAMS/ BOOMS	SHOTS
17A	<u>8. INT. SUBMARINE</u>	Ridgway Mitchell Sailors	Day	3B,D2,1B C2,5B	79- 82
	BREAK				
18	<u>9. INT. CHATEAU MASTER'S ROOM</u>	Doctor Master Drew	Day	1A,C1,5A, D1,3A	85- 89
21	<u>TELECINE 7 (A1)</u> Ext. Chateau. JO comes round curved wall to Dr's window	JO	Day		
21	<u>11. INT. CHATEAU MASTER'S ROOM</u>	Doctor Jo	Day	1A,C1,5A, D1	97- 103
22	<u>TELECINE 8 (A2)</u> Ext. Chateau Jo runs up to window. She opens it and climbs through. Int. Chateau Jo hides from Guard as he comes down stairs	Jo Guard	Day		
22	<u>12. INT. CHATEAU CORRIDORS</u>	Jo Guard	Day	3BX,D2,4C & Slung	104- 105
22	<u>13. INT. CHATEAU MASTER'S ROOM</u>	Doctor	Day	1A,C1,5A	106- 110

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PAGE	SCENE/SET	CHARACTERS	DAY/ NIGHT	CAMS/ BOOMS	SHOTS
23	<u>14. INT. CHATEAU CORRIDORS</u>	Guard Jo Doctor (oov)	Day	3BX, C1	111
23	<u>15. INT. CHATEAU MASTER'S ROOM</u>	Doctor Guard	Day	1A, C1, 5A	112
24	<u>16. INT. CHATEAU CORRIDOR</u>	Jo Doctor (oov) Guard (oov)	Day	3BX, C1, D2	113
24	<u>17. INT. CHATEAU MASTER'S ROOM</u>	Doctor Guard Jo	Day	5A, C1, 1A	114- 120
28	<u>19. INT. SUBMARINE</u>	Mitchell Lovell Ridgway	Day	3B, D2x, 1B 2, 5B	132- 141
30	<u>20. INT. CHATEAU TRENCHARD'S OFFICE</u>	Trenchard Master	Day	2A, A1, B1, 4A	142- 150
32	<u>21. INT. CHATEAU MASTER'S ROOM</u>	Jo Doctor Guard	Day	1A, C1, 5A, D1, 3A	151- 156
33	<u>22. INT. NAVAL BASE HART'S OFFICE</u>	Hart Jane	Day	4B, B2, A2, 2B	157- 158

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PAGE	SCENE/SET	CHARACTERS	DAY/ NIGHT	CAMS/ BOOMS	SHOTS
34	<u>23. INT. CHATEAU MASTER'S ROOM</u>	Guards Master Trenchard	Day	1A, C1, D1, 3A	160- 163
	BREAK FOR CAMERAS				
35	<u>TELECINE 11</u> (A3) Submarine slowly goes down to touch bottom		Day		
35	<u>24. INT. SUBMARINE</u>	Mitchell Ridgway Sailors	Day	D2X, 1B, C2	164
35	<u>TELECINE 12</u> (A4) Submarine touches rock		Day		
35	<u>24A. INT. SUBMARINE</u>	Mitchell Ridgway Sailors	Day	3B, D2	165
35	(combined <u>TELECINE 13</u> with TK 12) Submarine settles on sea bed		Day		
36	<u>25. INT. SUBMARINE</u>	Mitchell Ridgway Sailors	Day	3B, D2X, 1B, C2, 5B	166- 172
36	<u>TELECINE 14</u> LS of Submarine (A5)		Day		

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PAGE	SCENE/SET	CHARACTERS	DAY/ NIGHT	CAMS/ BOOMS	SHOTS
37	26. INT. CHATEAU <u>TRENCHARD'S OFFICE</u>	Trenchard	Day	2A,B1	173
37	TELECINE 15 (A6) Doctor and Jo run towards cliff top watched by Guard	Doctor Jo Guard	Day		
37	27. INT. CHATEAU <u>TRENCHARD'S OFFICE</u>	Trenchard Master	Day	2A,A1, B1,4A	174- 180

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PAGE	SCENE/SET	CHARACTERS	DAY/ NIGHT	CAMS/ BOOMS	SHOTS
<u>TO BE RECORDED AT END</u>					
39	<u>TELECINE 1</u> (A12) Opening Titles				
40	<u>TELECINE 2</u> (B1) Ext. Chateau Jo tries to leave chateau but is stopped by Guards. She eludes them and runs off	Jo Guards	Day		
41	<u>TELECINE 3</u> (B2) Ext. Chateau Guards search for Jo. She makes her way towards chateau	Jo Guards	Day		
42	<u>TELECINE 4</u> (B3) Submarine at sea submerging		Day		
43	<u>TELECINE 5</u> (B4) Last moments of submarine submerging		Day		
44	<u>TELECINE 6</u> (B5) Jo has worked her way very close to the chateau	Jo Guards	Day		
45	<u>TELECINE 9</u> (B6) Submarine going along under water		Day		

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PAGE	SCENE/SET	CHARACTERS	DAY/ NIGHT	CAMS/ BOOMS	SHOTS
46	<u>TELECINE 10</u> (B7) Submarine underwater is motionless		Day		
47	<u>TELECINE 16</u> Doctor and Jo are (B8) trying to escape but the Guards, Master and Trenchard head them off towards cliff tops. They are forced onto the beach. Then they discover that this is a minefield. Suddenly they notice walking up from the sea - a sea devil.	Doctor Jo Master Trenchard Guards Sea Devil	Day		
48	<u>TELECINE 16 (CONTD.)</u> Closing Titles (A13 or B15)				

"DOCTOR WHO"

SERIAL LLL

by

Malcolm Hulke

'The Sea Devils'

EPISODE THREE

TO BE RECORDED AT END

SOF

TELECINE 1 - Opening Titles

S/I T/J SLIDES:	(a)	The Sea Devils
	(b)	by MALCOLM HULKE
	(c)	Episode Three

REPRISE FROM END OF EPISODE TWO
ALREADY RECORDED

4 INT. CHATEAU. MASTER'S ROOM. DAY
MS GUN

(MASTER PRODUCES GUN)

3 M2S

HOLD DR.
to door

DOCTOR WHO: Good afternoon.
(HE EXITS)

5 MCU MASTER

PAN him to door

2 MLS MASTER
in door.
Let him go

(GUN IS KICKED)

(MASTER COMES IN AND
A SWORD FIGHT ENSUES.

THE DOCTOR BACKS TO
BEHIND SOME DRAPES.

THE MASTER SLASHES AT
THEM)

ALREADY PRE-RECORDED

DOCTOR WHO: Stop hacking at that curtain. It's Government property

(THE FIGHT CONTINUES
INTO THE MASTER'S ROOM
AND THE DOCTOR LEANS
ACROSS TABLE)

DOCTOR WHO: I don't know about you -
but violent exercise always makes
me terribly hungry.

MASTER: Enjoy the meal Doctor -
it's going to be your last.

DOCTOR WHO: I'm surprised at you.
Why can't you realise that violence
never really solves....

MASTER: You're good Doctor but
not good enough.

DOCTOR WHO: Ah but, my real speciality
is my footwork.

(THE FIGHT CONTINUES)

WE END WITH MASTER & KNIFE)

4

MS MASTER.
HOLD RISE to MCU
include knife.
WHIP PAN L.
with KNIFE.

END PRE-RECORDING

1A,C1,5A,D1,3A
1. 5 A 1. INT. CHATEAU. MASTER'S ROOM. DAY
MS GUN &
NEWSPAPER

PAUSE

2. 3 A
MCU DOCTOR

(MASTER TURNS U/S)

TRENCHARD: (OOV) Well, what's
going on here?

3. 5 A
MS TRENCHARD

(TRENCHARD OPENS DOOR
GUARD BEHIND HIM)

4. 3 A
MCU DOCTOR

5. 1 A
MS MASTER

PAN him L.
to M2S
MASTER/TRENCHARD

(THE MASTER HESITATES,
TEMPTED TO SHOOT, BUT
REALISES HE WOULD
LOSE HIS HOLD OVER
TRENCHARD)

MASTER: Simply defending myself.
This man came in here to kill me.

(on 1, shot 5)

(THE MASTER TURNS
THE KNIFE ROUND AND
HANDS IT
FIRST TO TRENCHARD.

TRENCHARD IS ASTONISHED)

6. 3 A
MCU DOCTOR
- TRENCHARD: Be so good as to explain yourself Doctor!
7. 1 A
M2S TRENCHARD/
GUARD.
PAN GUARD L.
to M.DEEP 3S
GUARD/MASTER/
TRENCHARD
- DOCTOR WHO: Only a complete fool would listen to such an accusation - though I suppose in your case....
- TRENCHARD: Don't you speak to me like that. I'm going to have a full enquiry into this. You can consider yourself under arrest. (TO THE GUARD) Take him to my office immediately.
8. 3 A
A/B
- DOCTOR WHO: Don't be absurd man.
9. 1 A
A/B
- TRENCHARD: (TO GUARD) You heard me. Take him away.
10. 5 A
MLS DOCTOR
- PAN him R. to
M2S DOCTOR/
TRENCHARD
- (THE GUARD DRAWS
HIS GUN, GESTURES
IT AT DOCTOR WHO)
- DOCTOR WHO: Oh very well. If we must go through with this charade. (INDICATING THE MASTER) Take/care not to lose him again.
11. 3 A
MS MASTER
12. 1 A
M2S DOCTOR/
TRENCHARD
- (DOCTOR/WHO EXITS
WITH THE GUARD)
- Let DOCTOR go
- PAN TRENCHARD
R.

13. 3 A
 MS MASTER TRENCHARD: (SHAKEN) What were you
 going to do, kill him? / I warn you,
 I won't stand for that sort of thing.

PAN him R.

to M2S

TRENCHARD/MASTER

MASTER: I told you. I was
defending myself. The question is,
what are you going to do?

TRENCHARD: This is all getting out
of hand. I just don't know...

14. 1 A
 CU TRENCHARD MASTER: Then let me tell you. Keep
 him prisoner here. You have no
 alternative. / Is the girl with him?

TRENCHARD: Yes. She was going to
leave, but I had her stopped at the
Main Entrance.

15. 3 A
 CU MASTER
 Let him go MASTER: Then there's nothing to
 worry about.

16. 1 A
 CU TRENCHARD

TO BE RECORDED AT END

TELECINE 2

(on 1, shot 16)

- 5 -

2A, A1, B1, 4A

17. 2 A 2. INT. CHATEAU. TRENCHARD'S OFFICE. DAY
MS DOCTOR

(DOCTOR WHO IS WAITING WITH
A GUARD. HE IS THUMBING
THROUGH A MAGAZINE, THEN HE
TURNS TO THE GUARD)

DOCTOR WHO: Have you any idea why
Col. Trenchard is taking orders from
the Master?

18. 4 A _____/
MS GUARD (THE GUARD SAYS NOTHING)

19. 2 A _____ I'm speaking to you. _____/
A/B

PAN him L.
to M2S GUARD/
DOCTOR, on 2nd
half of move
to C2S

(SILENCE.

DOCTOR WHO CROSSES
TO THE GUARD AND SNAPS
HIS FINGERS IN FRONT
OF HIS EYES TO SEE IF
HE IS CONSCIOUS)

(4 next)

- 5 -

(on 2, shot 19)

NO RESPONSE.

PAN DOCTOR R.

DOCTOR WHO TURNS
AWAY)

20. 4 A /
LS DOOR. DOCTOR WHO: (cont) Oh, well.

TRENCHARD in.

HOLD him to desk
& sit in
M. Deep 2S
DOCTOR/TRENCHARD

(TRENCHARD ENTERS,
HAVING SCREWED UP
HIS COURAGE TO DEAL
WITH DOCTOR WHO.

HE QUICKLY GOES
BEHIND HIS DESK
TO SHOW HIS AUTHORITY)

TRENCHARD: Now then, Doctor. I'm
afraid you're in very serious trouble.
I've given the matter thought, and
I'm going to hold you here until this
whole thing is cleared up.

DOCTOR WHO: Is that what the Master
told you to say?

21. 2 A /
H/A MCU TRENCHARD TRENCHARD: (IGNORING THIS) You have
attacked a government employee, and
attempted to harm a prisoner in my
care and protection.

22. 4 A /
I/A CU DOCTOR DOCTOR WHO: I have done no such
thing. The Master knocked out that
guard himself, as you very well know.

23. 2 A /
CS PASS TRENCHARD: (IGNORING THIS) As for
this Unit pass of yours, I believe
it's a forgery.

24. 4 A /
M2S DOCTOR/
TRENCHARD. DOCTOR WHO: Rubbish! Anyone at
Unit HQ will vouch for me. If
Phone in bottom you'll permit me to use your telephone -
frame

25. 2 A /
CS TELEPHONE TRENCHARD: (CUTTING IN) Prisoners
& HANDS are not allowed to make telephone
calls.

26. 4 A /
A/B

(2 next)

27. 2 A
MCU TRENCHARD

Col.
DOCTOR WHO: Trenchard, why are you allowing the Master to use you like this?

28. 4 A
M2S GUARD/DOCTOR

TRENCHARD: (TO GUARD) All right, take him away.

(THE GUARD MAKES A GESTURE FOR DOCTOR WHO TO GO, AND TRENCHARD SUDDENLY OCCUPIES HIMSELF WITH THE 'IMPORTANT' PAPERS ON HIS DESK)

HOLD DOCTOR to desk & MC2S DOCTOR/TRENCHARD

DOCTOR WHO: You're throwing your whole career away. you know.

TIGHTEN as DOCTOR leans in to MCU DOCTOR

TRENCHARD: I've got nothing more to say to you. The interview is over.

DOCTOR WHO: Didn't anyone warn you about the Master? Whatever he's told you, it's lies.

(TRENCHARD LOOKS UP FROM HIS PAPERS)

29. 2 A
CU TRENCHARD

TRENCHARD: You'll be well treated - as long as you behave yourself.

30. 4 A
CU DOCTOR

DOCTOR WHO: Do you really think you can hold me here?

31. 2 A
CU TRENCHARD

TRENCHARD: This is no ordinary prison. If you attempt to escape the guards will shoot to kill. (cont ...)

32. 4 A
MC2S DOCTOR/TRENCHARD

(DOCTOR WHO EXITS.

HOLD DOCTOR to door

TRENCHARD MOPS HIS BROW. THE TELEPHONE RINGS, HE LIFTS)

33. 2 A
MS TRENCHARD
TRACK INTO CU
(COUNT OF 4)

TRENCHARD: Trenchard.....
(REACTING) What! Then find her.
Now!

(HE SLAMS DOWN THE
TELEPHONE, BURIES
HIS HEAD IN HIS HANDS)

TO BE RECORDED AT END

TELECINE 3

34. 1 A
(THROUGH f/g
thing on table)
LS DOOR

(on 1, shot 34)

- 9 -

1A, C1, 5A, D1, 3A

3. INT. CHATEAU: MASTER'S ROOM. DAY

CRANE UP
with TRENCHARD
to M2S
MASTER/TRENCHARD

(THE MASTER IS
ASSEMBLING A PIECE
OF APPARATUS FROM
THE EXPERIMENTAL
SONAR EQUIPMENT STOLEN
FROM THE NAVAL BASE
STOREROOM.

TRENCHARD ENTERS)

TRENCHARD: I've got him under
lock and key

MASTER: (CUTTING IN) Just a moment.

(THE MASTER CONTINUES
WITH SOME INTRICATE
TASK, WHILE TRENCHARD
WAITS.

THEN THE MASTER LOOKS
UP)

MASTER: Under lock and key eh?
/Excellent. And the girl?

(TRENCHARD SHOWS
SUDDEN AND EXTREME
INTEREST IN THE
MASTER'S WORK)

(5 next)

- 9 -

35. 5 A _____
C2S MASTER/
TRENCHARD
- TRENCHARD: What a fascinating contraption.
- MASTER: I asked ^{you} about the girl?
- Let TRENCHARD go
- TRENCHARD: Little mishap on the way back here. She got away.
- HOLD MASTER
36. 1 A _____
MCU TRENCHARD
- MASTER: And by now is no doubt running straight back to the Naval Base.
- TRENCHARD: No fear of that. She'll never get out of the grounds. ^{The} Guards will pick her up any moment.
37. 3 A _____
MCU MASTER
- MASTER: Let us hope so.
- TRENCHARD: Oh, no doubt about it.
38. 1 A _____
MCU TRENCHARD
- (BUT THE MASTER GIVES HIM A LOOK, REALISING THERE IS EVERY DOUBT ABOUT IT)
39. 3 A _____
MCU MASTER
- PAN him R. to C2S MASTER/
TRENCHARD
- MASTER: Nevertheless, we've got to to work very fast. From now on I shall need your full cooperation. Where's the Doctor?
- TRENCHARD: In a security cell.
- Let MASTER go
- MASTER: Send him to me, will you? I'd like a word with him.
40. 1 A _____
MCU MASTER f/g
TRENCHARD b/g
- (THE MASTER GOES BACK TO WORK, VIRTUALLY DISMISSING TRENCHARD, WHO LOOKS AT HIM UNEASILY, THEN EXITS)
41. 4 B _____
CS CHART

(on 4, shot 41)

- 11 -

4B, B2, A2, 2B

4. INT. NAVAL BASE. HART'S OFFICE. DAY

ZOOM to
DEEP by Fort
(COUNT 3)

(HART AND A YOUNG
SUBMARINE COMMANDER,
RIDGWAY, ARE STUDYING
A CHART OF THE AREA
AROUND THE OIL RIG.

JANE IS PRESENT)

42. 2 B
M2S
RIDGWAY/HART

HART: I can't give you much to go on. But I believe there's something down there. (INDICATING A DEEP IN THE CHART) Your submarine is fitted with a new experimental sonar. Good chance to try it out.

43. 4 B
M2S HART/
RIDGWAY

HOLD HART to
f/g DEEP 2S
RIDGWAY/HART

RIDGWAY: Er - what are we looking for Sir?

HART: I wish I knew. The man we took off the fort was babbling about Sea Devils...

44. 2 B
MCU HART

RIDGWAY: You don't think this is all getting out of hand, sir. Not the first time ships have vanished at sea.

45. 4 B
MS RIDGWAY

HART: I'm well aware of that. To be exact, seventy in the last ten years. But we've lost three all in the same area.

46. 2 B
MCU HART

RIDGWAY: Well, we'll do our best to find your sea devils, sir.

47. 4 B
MS RIDGWAY

HART: I want you to signal a full report the moment you re-surface.

(1 next)

- 11 -

(on 4, shot 47)

RIDGWAY: Yes, sir.

PAN HIM L.
to DEEP 3S
HART/RIDGWAY/
JANE

HART: All right, then. Carry on.
And good luck.

(RIDGWAY EXITS)

Let RIDGWAY
go.

JANE (TO HART) Sir?

HOLD JANE to
VC2S HART/JANE

HART: Yes?

JANE: I was just wondering about Miss
Grant and the Doctor, sir. Shouldn't
they be back by now?

48. 1 A
MLS DOOR

1A, C1, 5A, D1, 3A

5. INT. CENTRAL. MASTER'S ROOM DAY

TRENCHARD &
DOCTORIN.
GUARD b/g

(THE REAR IS STILL VOYING
ON THE ALBATROSS, WHICH IS
NOW DEVELOPED NOW.)

DOOR OPENS AND TRENCHARD ENTERS.

STANDING OUTSIDE IS THE DOCTOR
IN UNIFORM, AND A GUARD (BAGBY)

TRENCHARD: (TO DOCTOR WHO) All right,
Doctor Come along in.

(DOCTOR GO ENTERS)

49. 5 A
MS MASTER MASTER: Ah, Doctor./Good of you to
spare me a few moments of your time.

50. 1 A
DEEP 3S MASTER/
TRENCHARD/DOCTOR

(on 1, shot 50)

DOCTOR WHO: I hadn't really anything better to do.

51. 5 A
MLS MASTER
PAN him R. to
3S MASTER/
DOCTOR/TRENCHARD

MASTER: Yes, time does hang rather heavy when one's a prisoner. Would you like to sit down?

DOCTOR WHO: Thank you.

HOLD DOCTOR'S
sit with
DOCTOR big f/g
& closest 2S
MASTER/
TRENCHARD

(DOCTOR WHO SITS ON
A CHAIR INDICATED BY
THE MASTER.

AS SOON AS HE DOES,
THE MASTER NODS TO
TRENCHARD.

TRENCHARD TURNS TO
THE GUARD)

TRENCHARD: Right!

52. 3 A
MLS GUARD
(in doorway)
PAN him L.
to 3S

(THE GUARD STEPS
FORWARD, PRODUCES A
KEY AND UNLOCKS THE
HAND MANACLES)

53. 1 A
CS DOCTOR'S
HANDS

DOCTOR WHO: How very kind of you -
How very unkind of you.

54. 5 A
M2S GUARD/
DOCTOR

PAN GUARD R.
HOLDING 2S

(MACHINE-LIKE, THE
GUARD PULLS DOCTOR
WHO'S HANDS BEHIND
THE BACK OF THE CHAIR
AND RE-MANACLES THEM,
SO THAT DOCTOR WHO
IS NOW ATTACHED TO
THE CHAIR)

55. 1 A
M3S MASTER/
DOCTOR/
TRENCHARD

HOLD TRENCHARD
to door

TRENCHARD: (TO MASTER) I'll leave you
to have your little chat. (WARNINGLY
TO THE MASTER) There'll be a guard
outside at all times.

DOCTOR WHO: I'm very relieved to hear
it!

(on 1, shot 55)

(TRENCHARD AND THE
GUARD GO AND THE
DOOR IS CLOSED)

56. 5 A
L/A MC2S
MASTER/DOCTOR MASTER: No doubt you're wondering why
I sent for you, Doctor.

DOCTOR WHO: Your usual childish
desire to gloat perhaps?

57. 1 A
CU DOCTOR MASTER: How much have you told
Unit?

DOCTOR WHO: Everything. I phoned
through a full report when Miss Grant
spotted you at the Naval Base.

58. 5 A
CU MASTER
Let him go
59. 3 A
M2S MASTER/
DOCTOR MASTER: Yet you came back here to
investigate in person. ^{interesting} I wonder if
you're telling the truth.

HOLD MASTER
to b/g of
DEEP 2S

DOCTOR WHO: You'll know soon enough.

MASTER: You realise, Doctor, I could
kill you here and now.

60. 1 A
CU DOCTOR DOCTOR WHO: And how would you explain
that to Trenchard? I'm hardly in a
position to 'attack' you.

61. 3 A
CU MASTER MASTER: Do you really imagine that I
care what Trenchard thinks?

62. 5 A
CU PROFILE DOCTOR DOCTOR WHO: Whatever you're up to,
you need Trenchard's co-operation.
You're still a prisoner here.

63. 1 A
CU PROFILE
MASTER MASTER: I can walk out of here any
time I choose.

64. 5 A
CU PROFILE DOCTOR DOCTOR WHO: Then why don't you?

SBP

(on 5, shot 64)

- 15 -

65. 1 A
MS MASTER Because this place
MASTER: / makes a useful base for
my operations. / (INDICATING THE
APPARATUS) You see, I'm planning to
contact our reptilian friends.

PAN him R.
to M.Deep 2S
MASTER/DOCTOR

DOCTOR WHO: How do you know about
them?

MASTER: From the Time Lords' files.

DOCTOR WHO: More stolen information?

MASTER: Naturally.

66. 5 A
(CRABBED L.)
CU DOCTOR

DOCTOR WHO: Why do you want to
contact them?

67. 3 A
CU MASTER

MASTER: These reptiles, Doctor, were
once the rulers of this planet. With
my help, they will be ^{so} again!

68. 1 A
CU DOCTOR

69. 2 C
CS LOUDSPEAKER

A2,2C

6. INT. NAVAL BASE. HART'S OFFICE. DAY.

PAN UP L.
to M2S
RATING/HART

(TELEGRAPHIST
IS SEATED AT THE R/T,
HART BESIDE HIM)

RIDGWAY: (FILTER) Entering the
specified zone now, sir. About to
dive. .

PAN HART
L. to door

HART: (INTO MIKE) Very good.
We'll be standing by for your report.
Carry on.

/2 TO B/

PAUSE- 15 -

(HART BACK TO RADIO ROOM)

(2 next)

TO BE RECORDED AT END

TELECINE 4

4B, A2, 2B

70. 2 B 7. INT. NAVAL BASE. HART'S OFFICE. DAY.
MS HART in doorway

(RESUME.

PAN him L.

JANE into f/g
for DEEP 2S
HART/JANE

HART TURNS AWAY FROM
THE R/T, AND GAZES
OUT OF THE WINDOW,
OBVIOUSLY ANXIOUS.

JANE ENTERS)

JANE: Excuse me, sir.

HART: yes.
What is it?

71. 4 B MCU JANE telephoned
JANE: I hope you don't mind, but I/
Colonel Trenchard - about the Unit
people. He said they'd both gone back
to London.

72. 2 B MS HART
(HART, STILL GAZING
OUT TO SEA, DOES NOT
HAVE HIS MIND ON THIS
SUBJECT)

73. 4 B A/B
HART: Oh, I see.

74. 2 B MCU HART
JANE: But they didn't bring the
Jeep back, sir. Col. Trenchard said
they took a taxi to the quay.

HART: You'd better send someone to
go and fetch it.

75. 4 B MCU JANE
HOLD her to
CU
JANE: Yes, sir. But why would they
take a taxi when they could have used
the Jeep? And ...

76. 2 B CU HART 16

(4 next)

(HART TURNS FROM
THE WINDOW)

HART: Yes. Go on.

77. 4 B

 CU JANE

Well sir.

JANE: / Surely they'd have called back here before they left the island?

78. 2 B
CU HART.

TO BE RECORDED AT END

TELECINE 5

79. 3 B
LS SUBMARINE

(on 3, shot 79)

- 17A -

3B, D2, 1B, C2, 5B

8. INT. SUBMARINE. DAY

MITCHELL L.
f/g
RIDGWAY R. b/g

(THE AREA AROUND THE
PERISCOPE.

RIDGWAY AND HIS
NUMBER ONE, MITCHELL)

RIDGWAY: (CALLING AN ORDER) Keep
50 feet.

PAN MITCHELL
L. to M3S
X "Drivers"

(A KLAXON STARTS
GOING. RATINGS AT
CONTROLS ARE ACTIVE)

GRAMS
Klaxon

MITCHELL: Aye aye sir. Stand by
to blow Q. (TWO SECOND PAUSE)
Blow Q.

80. 1 B
MLS RIDGWAY

FILTER: Repeat orders.

(5 next)

- 17A -

(on 1, shot 80)

-18-

RIDGWAY: Up periscope.

(RIDGWAY PEEKS INS TO
LOOK THROUGH THE
PERISCOPE)

All right, Number One. Start by your
sonar watch.

81. 5 B
MS MITCHELL

MITCHELL: Right sir. (PAUSE) What
are we looking for?

82. 3 B
MCU RIDGWAY

RIDGWAY: Don't know. Maybe we'll know
it when we find it.

1 to A
3 to A
5 to A

D to A
C to A

BREAK

1A, C1, 5A, D1, 3A

83. 1 A 9. I T. C. T. U. MASTER'S ROOM. DAY
MLS DOCTOR

X sonic thing

(DOCTOR WHO REACHED TO THE
SWITCH.)

MASTER'S HAND in
f/g

(HE REACHED AT HIS APPARATUS.)

Dr. WHO: But why do you want to help
them? What can you possibly hope?

84. 3 A
MS MASTER

MASTER: The pleasure of seeing the
human race exterminated. The human race
of which you are ^{so} fond. That will be a
reward in itself.

85. 5 A
M. DEEP 2S
DREW/DOCTOR
(DOCTOR MCU)

(A GUN (DREW) FIRES) /
DREW: The Governor
wants to see you.

86. 1 A
MS MASTER f/g
DREW/DOCTOR
b/g

MASTER: (GOING) Just a moment.

(5 next)

-18-

Rewrite Ep.3 LLL

-19-20 -

(on 1, shot 86)

87. 5 A
MCU DOCTOR
DREW b/g
DREW: He'd like to see you now.
DA. WHO: Better hurry, along here chap.
You are still a prisoner, you know. You'll never get it off the ground.

88. 1 A
CS Sonci thing.
CRANE UP with it & ZOOM IN as MASTER crosses to door to MCU DOCTOR. (THE DOCTOR PICKS UP THE APPARATUS AND THE TWO GUARD LEAVE, CLOSING THE DOOR.)

89. 3 A
CS DOCTOR'S hands
Let MASTER go
IMMEDIATELY THE DOCTOR SEIZES THE DOCTOR'S HANDS, BUT TO NO AVAIL)

TO BE RECORDED AT END

TELECINE 6

(NO SHOTS 90 - 96)

-19/ 20 -

(T/K next)

TELECINE 7 (A1)

(Dur: 19")

Ext. Chateau

JO is working her way
along the outside of
the building, looking
in windows. She looks
in a barred window,
reacts.

END TELECINE 7

97. 5 A
MS DOCTOR R.
f/g

1A, C1, 5A, D1

11. INT. CHATEAU. MASTER'S ROOM. DAY

(DOCTOR WHO IS STRUGGLING
TO SQUEEZE HIS HANDS
THROUGH THE MANACLES.

BEHIND HIM WE SEE JO
LOOKING IN THROUGH THE
BARRED WINDOW. SHE
TAPS ON THE GLASS. TAP

98. 1 A
MCU DOCTOR

DOCTOR WHO LOOKS UP.

99. 5 A
MCU JO

SHE INDICATES THE BARS
AND MAKES A HOPELESS
GESTURE. THEN SHE
POINTS AT THE DOOR,
THEN AT HIM AND POINTING RABBIT
TO HER MOUTH INDICATES

100. 1 A
MCU DOCTOR

101. 5 A
A/B
Let her go

THAT THE DOCTOR SHOULD
MAKE A NOISE. FINALLY
SHE POINTS AT HER WRIST
WATCH AND PUTS UP FIVE
FINGERS.

1'2. 1 A
MCU DOCTOR

THEN SHE GOES AWAY.

U JP

- 22 -

(on 1, shot 102)

DOCTOR WHO LOOKS AT
CLOCK

103. 5 A
CS CLOCK

(CLOCK WITH SECOND HAND
READS 2.13)

TELECINE 8: (A2)

Ext. Chateau. (Dur: 1' 06")

JO comes along the side
of the building, finds
an open window and climbs
in.

Int. Chateau

She hides from Guard
coming down stairs.

END TELECINE 8

3BX, D2, 4C, & Slung

104. 3 BX 12. INT. CHATEAU. CORRIDORS. DAY.
MLS GUARD

(FIRST A SHOT OF THE
GUARD STANDING OUTSIDE
THE MASTER'S DOOR.

105. 4 C
LS JO CUT TO ANOTHER SECTION
OF CORRIDOR, AS JO
COMES ALONG)

Let her go L.

106. 1 A Q
CU DOCTOR

1A, C1, 5A

13. INT. CHATEAU. MASTER'S ROOM. DAY.

107. 5 A
CS CLOCK FACE (THE DOCTOR WHO IS
WATCHING THE CLOCK. /

IT IS ALMOST FIVE
MINUTES LATER.

108. 1 A
CU DOCTOR

HE WAITS FOR THE
SECOND HAND TO REACH
TWELVE, THEN HE STARTS
TO SHOUT)

109. 5 A
CS CLOCK

110. 1 A
CU DOCTOR

DOCTOR WHO: (CALLING) Is there anyone
out there?

Q

- 22 -

111. 3 BX
MLS GUARD

(on 3, shot 111)

3BX, C1

14. INT. CHATEAU. CORRIDOR. DAY

JO into b/g
as GUARD
turns

(THE GUARD OUTSIDE THE
MASTER'S DOOR)

ZOOM to
CU JO

DR. WU: (VO) Hey guard?

(CUT TO JO AT THE
OTHER END OF THE
CORRIDOR, WU CHING)

I said is there anyone out there?

DREW: Please be quiet sir.

112. 1 A
MS DOCTOR
Door b/g
L.

1A, C1, 5A

15. INT. CHATEAU. MASTER'S ROOM. DAY

Q

(DOCTOR WU AS BEFORE)

Let DREW
into M2S

DR. WU: (cont.) Come in at
once, I want to talk to you?

(POURING ALL NEWS)

(LOUDER) I said come in at once.
I want to talk to you.!

(DOOR OPENS AND DREW
ENTERS)

DREW: What's all the noise about?

113. 3 BX
LS JO

(on 3, shot 113)

3BX, C1, D2

16. INT. ON TRAU CORRIDOR DAY

HOLD her to
MS at door
& PAN her L.

(JO CREWELS ALONG THE
CORRIDOR TOWARDS THE
OPEN DOOR)

DR. WHO: (VO) How long am I to be
kept chained up like this? It's
disgraceful? What about the
Geneva Convention?

GUARD: (VO) You'll stay there till
someone tells me different.

(JO CREWELS SEEMS THE
DOOR)

114. 5 A
M2S fav.
DREW

5A, C1, 1A

17. INT. ON TRAU HESTER'S ROOM DAY

Let JO in
b/g

(DOCTOR WHO ENTERS ROOM)

DR. WHO: Tell what about some food.
then? Surely they didn't tell you to
starve me to death?

DREW: You'll be fed when the time
comes.

115. 1 A
MCU JO

PAN her L.
behind door

(JO SEES JO SLIP INTO THE
ROOM BEHIND THE GUARD AND
HIDE BEHIND THE INTERNAL-
OPENING DOOR)

(on 1, shot 115)

DR. WITTO: I demand to see Colonel Trenchard immediately. He's got absolutely no right to detain me.

116. 5 A
M2S DREW/
DOCTOR

As DREW goes
CRAB L. to
hold 2S

DREW: Look sir, you're a lot better off in here than in one of the cells. So please be quiet sir.

Let him go
JO in to b/g

(THE GUARD EXITS, CLOSING THE DOOR.)

JO COMES FORWARD,
MOVING QUIETLY ACROSS THE ROOM.

117. 3 A
CS MANACLES
& JO

Let her go

DR. WITTO MOVES TO SHOW HER THE MANACLES, THEN TURNS HIS HEAD TO LOOK AT THE DOOR WITH WHICH THE PRISONER WAS WORKING ON THE LOCKER EQUIPMENT.

118. 5 A
MCU DOCTOR
JO INTO C2S
Let her go

JO PICKS UP A SCREW DRIVER AND BEGINS TO WORK ON THE LOCK OF THE MANACLES.)

119. 1 A
X f/g tools.
HOLD JO to f/g
then to 2S with
DOCTOR

120. 3 A
CS MANACLES
& JO

121. 2 A
MS TRENCHARD

2A, A1, B1, 4A

18. INT. ON TRAU. THE CHIEF'S OFFICE DAY

PAN him L.
to M2S TRENCHARD/
HART

(HART IS VISITING THE CHIEF)

THE CHIEF: There's nothing more I can tell you old chap. I'm as puzzled as you are. Called for a taxi and off they went.

122. 4 A
M2S TRENCHARD/
HART

HART: I see. Miss Grant told me she'd caught sight of your prisoner at the Base.

(on 4, shot 122)

HOLD TRENCHARD
to MLS &
CSO SCREEN

(CSO FEED FROM CAM. 5)

5

CAPTION

(TRENCHARD TRIES TO
LEAD HART OVER TO
A CHART ON THE WALL)

123. 2 A
MCU HART

HART: You see, George, you did
drop in to see me at exactly the time
of the robbery.

124. 4 A
MS TRENCHARD
PAN him R.
to MC2S

TRENCHARD: My dear chap, you're
scarcely suggesting that I stole your
wretched equipment! Don't understand
the stuff. /Tried to make a crystal
set once when I was a lad - never got
it to work.

/OFF CSO/

125. 2 A
CU HART

HART: Would it be possible for me to
see your prisoner?

126. 4 A
CU TRENCHARD

TRENCHARD: Strictly against the rules,
old chap. No-one's to see him without
a special pass. / Completely incommunicado.

127. 2 A
MC2S
TRENCHARD/HART

HART: Couldn't we stretch the rules
a little, George? It is ^{very} important.

CRAB L. with
them to d/s of
rostrum

(TRENCHARD STUDIES HART
A MOMENT, REALISING HE
MEANS BUSINESS)

TRENCHARD: All right, old chap. Since
it's you. You can see him on here.
(cont ...)

(TRENCHARD
TURNS ON THE
MONITOR. /

128. 4 A
MS CSO monitor
HART & TRENCHARD
f/g
(CSO FEED CAM. 3's OUTPUT)

WE SEE THE BACK OF
THE MASTER'S HEAD
AGAINST THE PLAIN
BRICK WALL OF A
DINGY CELL. THE
MASTER IS READING.

3

BX
MCS MASTER

26

(2 next)

JP

(on 4, shot 128)

- 27 -

AFTER A MOMENT, THE
MASTER CLOSES THE
BOOK AND TURNS TO
PICK UP ANOTHER)

129. 2 A
M2S TRENCHARD/
HART TRENCHARD: (cont) There you are.

HART: Well - I suppose the Doctor
must have been mistaken.

130. 4 A
A/B (TRENCHARD TURNS OFF
THE MONITOR, WELL
PLEASED)

3 BX
A/B

OFF CSO

TRENCHARD: Course he was. Seemed a
pretty cranky fellow to me. Time for
a quick one?

131. 2 A
M2S HART/
TRENCHARD.
CRAB R. to
HOLD TRENCHARD
to b/g

(TRENCHARD MOVES ACROSS
TO A CUPBOARD)

DEEP 2S
HART/TRENCHARD HART: No. I'd better' be going.

PAN them L.
to door

TRENCHARD: All right, old chap. I
know how busy you are. One of the
guards'll see you out.

Let HART go

HART: Thank you George

HOLD TRENCHARD

(TRENCHARD, A VERY
WORRIED MAN, USHERS
HART OUT)

3 TO B

TO BE RECORDED AT END

TELECINE 9

132. 5 B
LS SUB.

- 27 -

(1 next)

Rewrite Ep.3 LLL
(on 5, shot 132)

-28-

3B, D2x 1B, C2, 5B

19. I. R. SUMMARINE

Sonar Operator
& MITCHELL
R. frame

RIDGWAY into
3S

(MITCHELL IS STANDING OVER
LEADING RATING LOVELL
SITS AT A CONTROL WARNING
BIG MACHINES.)

WE CAN HEAR THE STEADY
PING-PING OF THE SONAR.

(RIDGWAY COMES ALONG)

RIDGWAY: Anything?

MITCHELL: No, sir. Nothing at all.

RIDGWAY: (ABOUT TO OVE ON) Well
keep trying - /

133. 1 B
MCU MITCHELL

(AS HE SAYS, THE PING
SEEMS TO INDUCE AN ECHO.)

LOER MITCHELL TO RIDGWAY
ABOUT THE LOVELL (ADJUSTS
CONTROLS)

MITCHELL: We've got a contact.

(HOWEVER, A FEW MOMENTS LATER
THE PING-ECHO SOUND
TURNS INTO A HIGH PITCHED
SOUNDING)

134. 5 B
L/A M2S
RIDGWAY/
MITCHELL

RIDGWAY: What the blazes is that?

135. 1 B
MCU LOVELL

(LOVELL ADJUSTS CONTROLS,
FINALLY REMOVES HIS EAR-
PHONES)

(5 next)

ENGINES

GRAMS
WHO Sonar
Ping

GRAMS
Ping &
echo

GRAMS
Sonar
gone
mad

-28-

LOVELL: It's gone crazy, sir.

136. 5 B
M3S RIDGWAY/
MITCHELL/
LOVELL

(SUDDENLY THE CHATTERING
STOPS, AND THERE IS NO
SOUND AT ALL FROM THE
SONAR.)

LOVELL ADJUSTS CONTROLS
TO NO AVAIL)

Let MITCHELL RIDGWAY: (TO MITCHELL) Get on to the sonar
go maintenance.

137. 3 B
MCS MITCHELL

(MITCHELL GOES TO A
PHONE, LIFTS THE
PULLS THE REST -
THE PHONE IS NOT WORKING)

PAN him L.

LOVELL: It's packed up.

MITCHELL: It's gone dead.

138. 5 B
LS SUB

(THE LIGHTS IN THE
COMPARTMENT FLICKER AND
ARE THEN DULL-
THEY ARE ON EMERGENCY
SUPPLY)

LIGHTS
Down.
Flickering
then dull
emergency

139. 1 B
MCU RIDGWAY

(THE SOUND OF THE ENGINES
STOP)

GRAMS
Run
down

V.O. (1) FILTER: Manoeuvring Room
here sir. Loss of essential power
supplies. I repeat - we have lost
all essential power supplies.

V.O. (2) FILTER: Switchboard here
sir. Loss of essential supplies.
Loss of essential supplies....

140. 3 B
CU MITCHELL
DEFOCUS

(MITCHELL AND RIDGWAY LOOK
AT EACH OTHER.)

141. 1 B
CU RIDGWAY
DEFOCUS

TO BE RECORDED AT END

TELECINE 10

142. 4 A
(2 next) CU TRENCHARD

(on 4, shot 142)

2A, A1, B1, 4A

20. INT. CHATEAU. TRENCHARD'S OFFICE. DAY.

(TRENCHARD AND THE
MASTER.

THE MASTER ENTERS FROM
THE ANTE ROOM, CARRYING
THE DEVICE UPON WHICH
HE HAS BEEN WORKING)

(On to page 31)

(2 next)

TRENCHARD: I can't keep this up, you know. The lies I'm told. How long before that device of yours is ready?

142A. 2 A
CU MASTER

MASTER: Just a matter of hours.

142B. 4 A
A/B

(TRENCHARD PEERS AT THE DEVICE)

143. 2 A
MS MASTER &
THING

TRENCHARD: What on earth is it?

MASTER: It is a perfect reproduction of the communications device used by the enemy agents. We are going to use it to lure them into a trap.

144. 4 A
MCU TRENCHARD

TRENCHARD: I only hope this is going to work. If it doesn't I'm in for it.

MASTER: It will work all right.

145. 2 A
MS MASTER

HOLD RISE &
PAN him L.
to M2S
MASTER/
TRENCHARD

~~Think of it Trenchard. You can be~~
responsible for exposing some of the most dangerous saboteurs this country has ever known. A grateful government will give you anything you ask for.

TRENCHARD: Well, I don't want any reward, of course. Just doing my duty.

146. 4 A (ON
TURN)
MCU TRENCHARD

Yes.
MASTER: / Of course. /

Now I'd better get on with my work back in my quarters.

TRENCHARD: This Doctor fellow, have you finished with him?

147. 2 A
MCU MASTER

(on 2, shot 147)

PAN him L.
to MC2S
MASTER/
TRENCHARD

Let MASTER
go

Not
MASTER: For the time being. You
What about
that girl? Have they caught
her yet?

TRENCHARD: (BUFFING) Grounds are
very large, you know. Only a matter
of time, though. She can't get away.

you're right.

148. 4 A
MS MASTER MASTER: I hope / . / Perhaps it
would be more prudent if one of
your guards were to take me back.

149. 2 A
MCU TRENCHARD TRENCHARD: What? Oh, y s. Must
keep up appearances ...what?

150. 4 A
CS INTERCOM (TRENCHARD PICKS UP HIS
INTERNAL PHONE)

151. 3 A
CS HANDS
& CUFFS

1A, C1, 5A, D1, 3A
21. INT. CHATEAU: MASTER'S ROOM. DAY.

152. 5 A
M2S JO/DOCTOR (JO IS JUST COMPLETING
UNDOING DOCTOR WHO'S
MANACLES. DOCTOR WHO
INDICATES TO JO TO
STAND BEHIND THE DOOR.
SHE DOES. HE PUTS
HIS HANDS BEHIND THE
CHAIR AGAIN AS THOUGH
STILL MANACLED, THEN
STARTS TO SHOUT)

JO to b/g
decor C. frame

DOCTOR WHO: (CALLING) Hey you out
there! Come here - I want you.

(NOTHING HAPPENS)

DOCTOR WHO: (CALLING) Help! I'm in
agony. (HE GROANS AGONISINGLY)

(1 next)

(on 5, shot 152)

Door masks
JO

(DREW REVEALS CAUTIOUSLY)

DREW into
M2S

DREW: What's wrong now.

153. 1 A
MLS JO

DR. WHO: These handcuffs, they're killing me.

PAN her to
floor

DREW: I've got strict instructions -

154. 5 A
M2S DREW/
DOCTOR

(JO COMES UP BEHIND
THE GUARD AND LUSHES
HIM TOWARDS DOCTOR WHO.

155. 1 A
H/A 2S
DREW/JO

DOCTOR WHO SHEDS
UP AND PELTS THE GUARD
WITH A VERBOSITY. HE
LOWERING THE GUARD'S

156. 5 A
MC2S JO/DOCTOR

UNCONSCIOUS BODY GENTLY
TO THE GROUND. DOCTOR
WHO AND JO SMILE QUICKLY.)

HOLD them to
door

157. 4 B
MS HART

4B, B2, A2, 2B

22. INT. REV. L. HART: HART'S OFFICE. DAY

(HART ENTERS)

PAN JANE L.

HART: Anything from the sub Blythe?

JANE: No sir.

158. 2 B
OU HART

HART: I want you to get on to Unit.
Find out if there's any news of
DOCTOR WHO and his agent's return.

JANE: Right, sir.

160. 1 A
L/A MLS
() TRENCHARD into 33-
doorway

(3 next)

1A,C1,D1,3A

23. INT. CHATEAU: MASTER'S ROOM. DAY

(A GUARD IS LIFTING
THE HEAD OF THE UNCONSCIOUS
GUARD. STANDING WATCHING
IS THE MASTER. TRENCHARD
HURRIES IN)

TRENCHARD: What's happened?

161. 3 A
H/A M2S
MASTER/DREW

(TRENCHARD STOPS DEAD
WHEN HE SEES THE
UNCONSCIOUS GUARD)

MASTER: It appears that Miss Grant
has succeeded in releasing the
Doctor.

162. 1 A
CU TRENCHARD

TRENCHARD: This is terrible.
They'll ruin everything.

163. 3 A
H/A BCU MASTER

Rewrite Ep.3 LLL Submarine Rewrite
11.11.71

(on 3, shot 163)

-35-

MASTER: Exactly. That's why you've
got to find them.

BREAK

TELECINE 11: (A3) (Dur: 11")

Submarine underwater: Model

It is slowly going down, to
touch bottom.

END TELECINE 11

1	TO	B
3	TO	B
5	TO	B
D	TO	2
C	TO	2

164. 3 B

(ON CHAR)

LS MITCHELL

DX, 1B, C2

(SLIGHT 24. INT. SUBMARINE. DAY
TILT)

(MITCHELL COMES UP TO RIDGWAY)

CRAB him L. to
2S RIDGWAY/
MITCHELL

MITCHELL: It's no good, sir.
There's absolutely nothing the matter
with the main engines - we've
run a complete check on them.

(RIDGWAY LOOKS AT A DIAL)

BIG CAMERA
SHAKE &
MORE TILT

RIDGWAY: We're still going down....

(SUDDENLY THE COMPARTMENT
SHUDDERS. RIDGWAY, MITCHELL
AND ARTINGS PRESENT BRACE
THEMSELVES)

TELECINE 12: (A4) (Dur: 26")

Submarine on seabed. Model

The submarine touches Rock

165. 3 B 24A. INT. SUBMARINE DAY
A/B 3B, DX
(CAMERA SHAKE) (SHUDDER)

TELECINE 13 (COMBINED WITH T/K 12)

Submarine comes off
rock and reaches
bottom

?35

166. 5 B

(ON CHAR)

LS SUB with
slight cam. shake
& tilt

25. INT. SUBMARINE. DAY

167. 1 B (THE SUBMARINE HAS SETTLED) /
2S MITCHELL/
RIDGWAY
PAN them R.
to MC2S

MITCHELL: (QUIETLY) What do we do now sir?

RIDGWAY: Keep working on the engines.

168. 5 B
CU MITCHELL

MITCHELL: There's nothing wrong with them, sir. / There's nothing wrong with any part of this boat. We've checked everything.

169. 3 B
CU RIDGWAY

RIDGWAY: Then check again -

170. 1 B
MC2S RIDGWAY/
MITCHELL

GRAMS
3 BANGS

MITCHELL: Divers sir?

RIDGWAY: That's impossible.

171. 5 B
BCU MITCHELL
Let him go

MITCHELL: Well, there's something there.

172. 1 B
C2S
HOLD RIDGWAY
to f/g

VO (3)(FILTER): Forrard section GRAMS
 here sir. We're being attacked... Tape
 (RIDGWAY FLICKS A SWITCH)

TRACK IN to
CU

RIDGWAY: This is the Captain. What's happening?

VO (3) (FILTER): Someone's coming GRAMS
 in sir...through the escape Tape
 compartments...

RIDGWAY: Shut off forrard and aft escape compartments. (SCREAM) GRAMS
 Scream

(INTO INTERCOM) What's happening man. What's going on.

VO (3) (FILTER): They're coming GRAMS
 in sir...they're... Tape

(THERE'S A SCREAM,
 SILENCE)

GRAMS
 Scream

TELECINE 14 (A5)
LS of Submarine (Dur: 25")
END TELECINE 14

173. 2 A
 (T/K next) MCU TRENCHARD

(on 2, shot 173) - 37 - 2A, B1
 26. INT. CHATEAU. TRENCHARD'S OFFICE. DAY
 (TRENCHARD IS ON PHONE)
 TRENCHARD: (INTO PHONE) Now understand
 this, they've got to be found.
 They are both
 dangerous enemy agents. Use every
 available man.

TELECINE 15 (A6) (Dur: 16") SOF
 Chateau grounds

LONG SHOT of DOCTOR WILCO and JO
 running towards cliff tops.
 PAN ROUND to GUARD with walkie
 talkie, watching. He lifts
 the walkie talkie.
 END TELECINE 15

BARCLAY: Guard to control.
 Subjects entering sector 27.

2A, A1, B1, 4A
 174. 2 A 27. INT. CHATEAU: TRENCHARD'S OFFICE.
 MCU TRENCHARD DAY.
 (TRENCHARD ON THE
 PHONE, THE MASTER
 WITH HIM. THE MASTER'S
 APPARATUS IS ON
 TRENCHARD'S DESK)
 GRAMS
 End of T/K
 Seq. on
 Filter
 Foldback
 for
 Trenchard
 TRENCHARD: (INTO PHONE) Yes, all
 right. (TO MASTER) They're making
 for the beach / towards the minefield.
 175. 4 A
 MC DEEP 2S
 MASTER/TRENCHARD
 include sonic
 thing
 Let TRENCHARD
 go
 MASTER: Trying to re-join their
 associates at sea.
 TRENCHARD: Right, / we'll head them
 off.
 176. 2 B
 CU TRENCHARD
 No.
 177. 4 A
 CU MASTER
 MASTER: / No. / Let them then get to
 beach.
 178. 2 A
 A/B
 TRENCHARD: But we must catch
 them!
 179. 4 A
 A/B

(2 next)

180. 2 A MASTER: (INDICATING APPARATUS)
 CS sonic This apparatus is complete now.
 thing We can use it to trap them all
 together.

ZOOM to
CS Revolving

(THE MASTER SWITCHES
ON THE APPARATUS.
IT BEGINS TO EMIT A
REGULAR BEEP.
N.B. IT CONTINUES
THIS 'BEEP' IN A RISING
TEMPO THROUGHOUT
THE REST OF THE EPISODE)

TO BE RECORDED AT END

TELECINE 16

TO BE RECORDED AT END
TELECINE 16 (CONTD.)
Closing Titles

LEADER

TELECINE 1 (All)

OPENING TITLES

SOF

(Dur: 30")

S/I T/J SLIDES: (1) The Sea Devils
 (2) by MALCOLM HULKE
 (3) Episode Three

END TELECINE 1

LEADER

TELECINE 2 (B1)

SOF

Ext. Chateau ^(Dur: 23")~~Courtyard~~

Jo comes out of the
Chateau main door.
BARCLAY and another
Guard are standing
by a Naval jeep.

JO: Look I've got to get back
to the Naval Base. It's urgent.

BARCLAY: Sorry, miss. Orders.
(TO OTHER GUARD) Take her back
inside.

The Guard grabs JO's
shoulder, but finds himself
flying through the air knocking
over the second guard.

JO runs for cover.

BARCLAY picks himself
up.

BARCLAY: (TO OTHER GUARD) Well
don't just sit there. Get
after her.

They run after JO

END TELECINE 2

BLANKING

TELECINE 3 (B2)

SOF

(Dur: 21")

Ext. Chateau Grounds

There are Guards searching
for Jo.

As they pass a place of
concealment, JO emerges
and makes her way
towards the chateau.

END TELECINE

BLANKING

TELECINE 4 (B3)

(Dur: 26")

SOF

Submarine at Sea.

The submarine submerges.

END TELECINE 4

BLANKING

TELECINE 5 (B4)

SOF

(Dur: 18")

Submarine at Sea.

The last moments of the
submarine submerging -
wash on the coning tower
and periscope, etc.

END TELECINE 5

BLANKING

TELECINE 6 (B5) (Dur: 39")

SOF

Ext. Chateau Grounds.

Jo has now worked her
way very close to the
chateau.

A car load of Guards
goes by looking for her.
She runs up to a door
but finds it is locked.

END TELECINE 6

BLANKING

TELECINE 9 (B6)

SOF

Submarine Underwater. (Dur: 22")

Submarine going along.

END TELECINE 9

BLANKING

TELECINE 10 (B7)

SOF

(Dur: 13")

Submarine under water.

The submarine motionless.
We can see the
propellers which are
not turning.

END TELECINE 10

BLANKING

TELECINE 16 (B8)

SOF

Chateau Grounds. Cliff Top (Dur: 1' 42")

JO and DOCTOR WHO are running pursued by GUARDS who are herding them in one direction - towards the cliff tops - rather than trying to catch them.

JO and the DOCTOR run past a lifebuoy stand and look down over the edge of the cliff.

They see a beach.

The Doctor throws down the rope from the lifebuoy stand over the cliff and they scramble down the cliffs towards the beach.

THE MASTER and TRENCHARD arrive at the cliff top

JO and DOCTOR WHO reach the beach and find that the GUARDS are pursuing them.

They look in the opposite direction along the beach. There is barbed wire and a sign post. We zoom in on the sign post, which reads "DANGER. MINEFIELD".

On the clifftop The MASTER presses a control on his apparatus, and it starts to bleep

On the beach DOCTOR WHO and JO are hemmed in by the minefield on one side, the guards on the other and the cliffs. Suddenly JO notices something and points.

JO: Doctor. Look!

We see a SEA DEVIL walking up from out of the sea. JO and DOCTOR WHO look on horrified.

END TELECINE 16

DUB
Attack
Bleep

LEADER

TELECINE 16 (CONTD.)

(B15 or
A12)

S/I T/J SLIDES:

CLOSING TITLES

(Dur: 54")

GRAMS
Closing
Sig. Tune

- (1) Doctor Who
JON PERTWEE
- (2) Master
ROGER DELGADO
- (3) Jo Grant
KATY MANNING
- (4) Captain Hart
EDWIN RICHFIELD
- (5) Trenchard
CLIVE MORTON
- (6) Commander Ridgway
DONALD SUMPTER
Lt. Commander Mitchell
DAVID GRIFFIN
- (7) 3rd Officer Jane Blythe
JUNE MURPHY
Ldg. Seaman Lovell
CHRISTOPHER WRAY
- (8) Castle Guard Drew
STANLEY McGEAGH
Castle Guard Barclay
TERRY WALSH
- (9) The B.B.C. wish to
acknowledge the help
given to them by the Royal
Navy in the making of
this programme
- (10) Title Music by
RON GRAINER AND
BBC RADIOPHONIC WORKSHOP
- (11) Incidental Music by
MALCOLM CLARKE
BBC RADIOPHONIC WORKSHOP

TELECINE 16 (CONTD.)

CLOSING TITLES (CONTD.)

- (12) Special Sounds by
BRIAN HODGSON
- (13) Film Cameraman
PETER SARGENT
Film Editor
MARTYN DAY
- (14) Visual Effects
PETER DAY
- (15) Script Editor
TERRANCE DICKS
- (16) Designer
TONY SNCADEN
- (17) Producer
BARRY LETTS
- (18) Directed by
MICHAEL BRIANT
BBC Colour